IN THE CLAIMS

1. **(currently amended)** An object display method comprising the steps of:

selecting ~~any one of~~ a selection table from among a plurality of selection tables, the selected selection table ~~of~~ having a plurality of event information that indicate operations of an object;

selecting ~~any one of~~ event information from among the plurality of event information of the selection table selected at the step of the selecting the selection table; and

controlling to display the object so as to conduct operations corresponding to the event information selected at the step of selecting the event information on the basis of one or more parameters of the object affecting the operations;

wherein the controlling step further comprises the steps of:

recognizing a speech command by a user;

identifying based on the speech command one of the one or more parameters concerning the object;

changing a variable setting of the one identified parameter depending on a volume of the speech command; and

controlling the object on the basis of changed parameter setting.

2. **(original)** The object display method according to claim 1, further comprising the step of:

controlling to display the object so as to conduct operations of fastening to be

configured respective event information through executing repeatedly the step of

selecting the selection table and the step of selecting the event information.

3. (currently amended) The object display method according to claim 1, further

comprising the step of:

conducting at least one of ~~both~~ selection of the selection table and selection of the

event information by use of random numbers.

4. – 6. (canceled)

7. (currently amended) The object display method according to claim ~~5~~ 1,

further comprising the step of:

a step for controlling to display the object so as to conduct operations

corresponding to the voice recognized at the voice recognition step on the occasion that

the voice is recognized at the voice recognition step in preference to the selected event

information.

8. (original) The object display method according to claim 1, wherein the

plurality of selection tables have a plurality of event information that indicate battle

operations of plurality of game characters.

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9. (currently amended) ~~An object display program to be executed on a~~ A computer executing an object display program, the object display program being arranged to carry out the steps of ~~comprising~~:

~~a step for~~ selecting ~~any one of~~ a selection table from a plurality of selection tables, the selected selection table ~~of~~ having a plurality of event information that indicate operations of an object;

~~a step for~~ selecting ~~any one of~~ event information from the plurality of event information of the selection table selected at the selection step of the selection table; and

~~a step for~~ controlling to display the object so as to conduct operations corresponding to the event information selected at the selection step of the event information on the basis of one or more parameters of the object affecting the operations;

wherein the controlling step further comprises the steps of:

recognizing a speech command by a user;

identifying based on the speech command one of the one or more parameters concerning the object;

changing a variable setting of the one identified parameter depending on a volume of the speech command; and

controlling the object on the basis of changed parameter setting.

10. (currently amended) A computer-readable recording medium having recorded therein an object display program to be executed on a computer, the object display program ~~comprising~~ being arranged to carry out the steps of:

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a step for selecting any one of a selection table from among a plurality of

selection tables, the selected selection table of having a plurality of event information that

indicate operations of an object;

a step for selecting any one of event information from among the plurality of

event information of the selection table selected at the selection step of the selection

table; and

a step for controlling to display the object so as to conduct operations

corresponding to the event information selected at the selection step of the event

information on the basis of one or more parameters of the object affecting the operations;

wherein the controlling step further comprises the steps of:

recognizing a speech command by a user;

identifying based on the speech command one of the one or more parameters

concerning the object;

changing a variable setting of the one identified parameter depending on a volume

of the speech command; and

controlling the object on the basis of changed parameter setting.

11. (currently amended) The computer-readable recording medium having

recorded therein an object display program according to claim 10, the object display

program further comprising carrying out the step of:

a step for controlling to display the object so as to conduct operations of fastening

to be configured respective event information through executing repeatedly the selection

step of the selection table and the selection step of the event information.

12. (currently amended) The computer-readable recording medium having

recorded therein the object display program according to claim 10, the object display

program further ~~comprising~~ carrying out the step of:

~~a step for~~ conducting at least one of ~~both~~ selection of the selection table and

selection of the event information by use of random numbers.

13. – 15. (canceled)

16. (currently amended) The computer-readable recording medium having

recorded therein the object display program according to claim ~~14~~ 10, the object display

program further ~~comprising~~ carrying out the step of:

~~a step for~~ controlling to display the object so as to conduct operations

corresponding to the voice recognized at the voice recognition step on the occasion that

the voice is recognized at the voice recognition step in preference to the selected event

information.

17. (original) The computer-readable recording medium having recorded therein

the object display program according to claim 10, wherein the plurality of selection tables

have a plurality of event information that indicate battle operations of plurality of game

characters.

18. (currently amended) A program execution apparatus for executing an object

display program, the object display program~~, comprising~~ carrying out the steps of:

a step for selecting ~~any one of~~ a selection table from among a plurality of

selection tables, the selected selection table ~~of~~ having a plurality of event information that

indicate operations of an object;

a step for selecting ~~any one of~~ event information from among the plurality of

event information of the selection table selected at the selection step of the selection

table; and

a step for controlling to display the object so as to conduct operations

corresponding to the event information selected at the selection step of the event

information on the basis of one or more parameters of the object affecting the operations;

wherein the controlling step further comprises the steps of:

recognizing a speech command by a user;

identifying based on the speech command one of the one or more parameters

concerning the object;

changing a variable setting of the one identified parameter depending on a volume

of the speech command; and

controlling the object on the basis of changed parameter setting.

19. (currently amended) The program execution apparatus for executing the

object display program according to claim 18, the object display program, further

carrying out the step of ~~comprising~~:

a step for controlling to display the object so as to conduct operations of fastening

to be configured respective event information through executing repeatedly the selection

step of the selection table and the selection step of the event information.

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20. (currently amended) The program execution apparatus for executing the object display program according to claim 18, the object display program, further carrying out the step of comprising:

~~a step for~~ conducting at least one of ~~both~~ selection of the selection table and selection of the event information by use of random numbers.

21. – 23. (canceled)

24. (currently amended) The program execution apparatus for executing the object display program according to claim 22, the object display program, further carrying out the step of comprising:

~~a step for~~ controlling to display the object so as to conduct operations corresponding to the voice recognized at the voice recognition step on the occasion that the voice is recognized at the voice recognition step in preference to the selected event information.

25. (original) The program execution apparatus for executing the object display program according to claim 18, wherein the plurality of selection tables have a plurality of event information that indicate battle operations of plurality of game characters.

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